# How the Army's MRR System Computes Readiness Ratings

## Jay Sloat

The Munitions Readiness Reporting (MRR) system is fed by many data sources. Assets and requirements are the intrinsic inputs. MRR assets are worldwide, less War Reserve Stocks for Allies, and include both serviceable and unserviceable munitions. Condemned assets are not included. Currently, production deliveries capture FY03 and prior year undelivered Army programs.

MRR requirements are war reserve and annual training. For a training-unique item, the training pipeline provides inventory incrementally to support training continuity. It is currently defined as 150 days or 41 percent of annual training requirements.



31st Maintenance Squadron Airman First Class Brian Nelson uploads 20mm target practice ammunition onto the universal ammunition loading system at Aviano Air Base, Italy, June 30, 2004. (U.S. Air Force photo by Airman First Class Scherrie K. Gates.)

Hierarchies are built for the **S**, **R**, **Q** and **B** resource areas at the item level. For example, an **S1** rating indicates enough assets are on hand to satisfy at least 90 percent of the requirement, while an **S2** indicates availability of assets to requirements in the range of 80-89 percent. Assets are divided by the respective requirements to compute percentages.

Continuing with this methodology, for **R** ratings, the numbers of serviceable assets are measured against total on hand quantities for the same item. As an example, an **R1** rating indicates at least 90 percent of the total assets measured are in serviceable condition.

A consistent approach is used to define the **Q** and **B** rating criteria. **Q** ratings use a formula considering all condition codes, percent not inspected and reliability factors, while **B** ratings result from analogs that consider component production risk, load, assembly and pack rates, as well as various other materiel and source factors. Like **S** and **R** ratings, **Q** and **B** rating increments are associated with percentage ranges.

As with the color key legend for the **C** composite ratings, color indicators for **S**, **R**, **Q** and **B** ratings run from green, the best rating, descend through yellow to red and end in black, the least desirable score.

Separate business rules exist for rolling the four item level ratings into subcategory rates and for rolling the subcategories into composite rates. Composite ratings at the category level are determined by the worst-case subcategory rating. Worst-case ratings at sublevels generally tend to bias the overarching score. Munitions pacing items are key to munitions support of specific weapon systems. These pacing items can also have a weighted influence in the MRR.

All details associated with rate computation are available from the JMC, and points of contact are provided on the MRR Web site. This system is available on the Secret Internet Protocal Router Network (SIPRNET) at **http://207.85.78.130/mrr**. The MRR is designed to portray readiness status and risks at a glance.

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